

**AMENDMENTS TO THE CLAIMS:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Currently amended) A game apparatus, having electronically coupled thereto an operation device which a player manipulates to control a particular game character, the game apparatus outputting to a display device a game screen image containing one or more game characters, at least one of which is controllable using the operation device, comprising:

at least one map storage memory location for storing map data used to display a game space;

at least one character storage memory location for storing game character data of at least a first character and a second character different from the first character, said first and second character being separately controllable using the operation device;

operation detection programmed logic circuitry configured to detect manipulation made by a player to the operation device;

character switching programmed logic circuitry configured to select a particular game character that is to be controlled by the operation device and to switch the operation device between being operable to control said first character and being operable to control said second character when a first predetermined game condition is satisfied;

first character operation programmed logic circuitry configured to control the first character in accordance with manipulation made to the operation device when the character switching programmed logic circuitry selects the first character as the particular game character to be controlled by the operation device;

first game screen output programmed logic circuitry configured to output to a display device a first game screen image presenting a game space view encompassing a full extent of the game space containing the first character and other game characters when the operation device controls the first character;

second character operation programmed logic circuitry configured to control the second character in accordance with manipulation made to the operation device when the character switching programmed logic circuitry selects the second character as the particular game character to be controlled by the operation device;

second game screen output programmed logic circuitry configured to output to a display device a second game screen image presenting a game space view encompassing a limited extent of the game space surrounding the second character when the operation device controls the second character, wherein different extents of viewable game space are displayed depending on whether the first character or the second character is selected by the character switching programmed logic circuitry to be controlled by the operation device;

a common display device having a display screen that is viewable by several players, said common display device providing one or more different game screen images of a game space view encompassing a limited extent of the game space surrounding one or more different game characters; and

at least one personal display device for individual use by a single player, said personal display device having a display screen for viewing by a single player.

2. (Currently amended) The game apparatus according to claim 1, wherein  
a first operation device is used by a first player; and

a second operation device distinct from the first operation device is used by a second player distinct from the first player; and wherein

the character switching programmed logic circuitry switches a game character controlled by the first player with ~~the~~ a game character controlled by the second player when the first predetermined condition is satisfied,

the first game screen output programmed logic circuitry outputs the first game screen image to the ~~first~~ personal display device, and

the second game screen output programmed logic circuitry outputs the second game screen image to the common display device.

3. (Currently amended) The game apparatus according to claim 2, wherein the first operation ~~mechanism-device~~ comprises a hand-held type game apparatus including the ~~first~~ personal display device and at least one manipulable element with which to control the first character.

4. (Currently amended) The game apparatus according to claim 3, further comprising a plurality of second operation ~~mechanisms-devices~~ to be operated by a plurality of second players, wherein the second game screen output programmed logic circuitry outputs to the ~~second~~ common display device a plurality of second game ~~screens~~ screen images for respective second characters controllable using the plurality of second operation ~~mechanisms-devices~~, the plurality of second game ~~screens~~ screen images depicting different respective game space views that do not overlap one another.

5. (Currently amended) The game apparatus according to claim 1, further comprising residual image display control programmed logic circuitry configured to display, after the first character has passed through a game space depicted in a second game screen image, a residual artifact image along a trajectory of the first character for a predetermined period of time.

6. (Currently amended) The game apparatus according to claim 1, further comprising: display region changing programmed logic circuitry configured to change, for a predetermined period of time after a second predetermined game condition is satisfied, the second game screen image so as to present a game space view encompassing a broader extent of the game space than that provided in said ~~narrow~~-limited extent view surrounding the second character.

7. (Currently amended) The game apparatus according to claim 2, further comprising: score storage memory locations including a first score storage area and a second score storage area;

table generation/update programmed logic circuitry configured to generate table data representing associations between the first score storage area, the first player, and ~~the operable a game character for operable by~~ the first player, and table data representing associations between the second score storage area, the second player, and ~~the operable a game character for operable by~~ the second player, and to update ~~the~~ table data associations when the character switching programmed logic circuitry switches ~~the operable game characters~~ controllable by an operation device;

score adding programmed logic circuitry configured to cumulatively add score points each time the first character scores points; and

score writing programmed logic circuitry configured to write points added by the score adding programmed logic circuitry to the first score storage area, by referring to the table data, when the first player is associated with the first character, and to write points added by the score adding mechanism to the second score storage area when the second player is associated with the first character.

8. (Currently amended) The game apparatus according to claim 2, wherein the second game screen output programmed logic circuitry also outputs a radar screen image for displaying only a relative position of the first character and the second character within the entire game space to the ~~second common~~ display device, the radar screen image being displayed together with the second game screen image on the common display device.

9. (Currently amended) A recording medium having recorded thereon a game program executable by a computer in a game apparatus having electronically coupled thereto one or more operation devices with which a player manipulates to control a particular game character, the game program causing the game apparatus to output to a display device a game screen image depicting one or more game characters which are controlled by one or more players using the operation devices, and causing the computer to function as:

at least one map storage location for storing map data used to display a game space;

at least one character storage location for storing game character data of at least a first character and a second character different from the first character, said first and second character being separately controllable using the operation devices;

operation detection programmed logic circuitry configured to detect manipulation made by a player to an operation device;

character switching programmed logic circuitry configured to select a particular game character that is to be controlled by the operation device and to switch the operation device between being operable to control said first character and being operable to control said second character when a first predetermined condition is satisfied;

first character operation programmed logic circuitry configured to output the first character in accordance with manipulation made to the operation device when the character switching programmed logic circuitry selects the first character as the particular game character to be controlled by the operation device;

first game screen output programmed logic circuitry configured to output to a display device a first game screen image presenting a game space view encompassing a full extent of the game space containing the first character and other game characters when the operation device controls the first character;

second character operation programmed logic circuitry configured to control the second character in accordance with manipulation made to the operation device when the character switching programmed logic circuitry selects the second character as the particular game character to be controlled by the operation device;

second game screen output programmed logic circuitry configured to output to a display device a second game screen image presenting a game space view encompassing a limited extent of the game space surrounding the second character when the operation device controls the second character, wherein different extents of viewable game space are displayed depending on

whether the first character or the second character is selected by the character switching  
programmed logic circuitry to be controlled by the operation device;~~and~~

wherein said computer is further caused to generate a game screen output to a common  
display device having a display screen that is viewable by several players, said common display  
device providing one or more different game screen images of a game space view encompassing  
a limited extent of the game space surrounding one or more different game characters; and  
wherein said computer is also caused to generate a game screen image output to at least one  
personal display device for individual use by a single player, said personal display device having  
a display screen for viewing by a single player.

10. (Currently amended) The recording medium according to claim 9, wherein  
a first operation device is used by a first player; and  
a second operation device distinct from the first operation device used by a second player  
distinct from the first player; and wherein  
the game program causes the computer to function so that:  
the character switching programmed logic circuitry switches ~~the operable a game~~  
character controlled by the first player with ~~the a~~ game character controlled by the second player  
when the first predetermined condition is satisfied;  
the first game screen output programmed logic circuitry outputs the first game screen  
image to the personal display device; and  
the second game screen output programmed logic circuitry outputs the second game  
screen image to the common display device.

11. (Currently amended) The recording medium according to claim 10,  
wherein the first operation ~~mechanism~~device comprises a hand-held type game apparatus  
including the ~~first-personal~~ display device and at least one manipulable element with which to  
control ~~the first-a~~ game character, and  
the game program causes the computer to function so that the first game screen output  
~~mechanism-programmed logic circuitry~~ outputs the first game screen image to the first display of  
the hand-held type game apparatus.

12. (Currently amended) The recording medium according to claim 11, wherein the  
game apparatus further comprises a plurality of second operation ~~mechanisms~~devices to be  
operated by a plurality of second players, and

wherein the game program causes the computer to function so that the second game  
screen output programmed logic circuitry outputs to the ~~second-common~~ display device a  
plurality of second game ~~screens~~screen images for respective second characters controllable  
using the plurality of second operation ~~mechanisms~~devices, the plurality of second game ~~screens~~  
screen images depicting different respective game space views that do not overlap one another.

13. (Currently amended) The recording medium according to claim 9, wherein the game  
program causes the computer to further function as residual image display control programmed  
logic circuitry which, after the first character has passed through a game space depicted in a  
second game screen image, displays a residual artifact image along a trajectory of the first  
character for a predetermined period of time.



14. (Currently amended) The recording medium according to claim 9, wherein the game program causes the computer to further function as display region changing programmed logic circuitry which, for a predetermined period of time after a second predetermined game condition is satisfied, changes the second game screen image so as to present a game space view encompassing a broader extent of the game space than that provided in said ~~narrow-limited~~ extent surrounding the second character.

15. (Currently amended) The recording medium according to claim 10, wherein the game program causes the computer to further function as:

score storage locations including a first score storage area and a second score storage area;

table generation/update programmed logic circuitry configured to generate table data representing associations between the first score storage area, the first player, and ~~the operable-a~~ game character for operable by the first player, and table data representing associations between the second score storage area, the second player, and ~~the operable-a~~ game character for operable by the second player, and to update ~~the~~ table data associations when the character switching programmed logic circuitry switches ~~the operable-game~~ characters controllable by an operation device;

score adding programmed logic circuitry configured to cumulatively add score points each time the first character scores points; and

score writing programmed logic circuitry configured to write points added by the score adding programmed logic circuitry to the first score storage area when the first player is associated with the first character, and to write points added by the score adding mechanism to

the second score storage area when the second player is associated with the first character, by referring to the table data.

16. (Currently amended) The recording medium according to claim 10, wherein the game program causes the computer to function so that the second game screen output programmed logic circuitry also outputs a radar screen image for displaying only a relative position of the first character and the second character within the entire game space to the ~~second common display device~~, the radar screen image being displayed together with the second game screen image on the common display device.

17. (Currently amended) A game system for playing a multiplayer network game comprising a plurality of terminal devices coupled to a network, each terminal device including:  
an operation mechanism with which a player operates a game character, and a display device;

at least one map storage memory location for storing map data used to display a game space;

at least one character storage memory location for storing game character data of at least a first character and a second character different from the first character, said first and second character being separately controllable using different operation mechanisms;

operation detection programmed logic circuitry configured to detect manipulation made by a player to the operation mechanism;

character switching programmed logic circuitry configured to select a particular game character that is to be controlled by the operation mechanism and to switch the operation

mechanism between being operable to control said first character and being operable to control said second character when a first predetermined game condition is satisfied;

first character operation programmed logic circuitry configured to control the first character in accordance with manipulation made to the operation mechanism when the character switching programmed logic circuitry selects the first character as the particular game character to be controlled by the operation mechanism;

first game screen output programmed logic circuitry configured to output to a ~~the~~ display device a first game screen image presenting a game space view encompassing a broad extent of the game space containing the first character and at least one or more other game character; ~~based on the map data the character data~~; when the operation mechanism controls the first character;

second character operation programmed logic circuitry configured to control the second character in accordance with manipulation made to the operation mechanism when the character switching programmed logic circuitry selects the second character as the particular game character to be controlled by the operation mechanism;

second game screen output programmed logic circuitry configured to output to a ~~the~~ display device a second game screen image presenting a game space view encompassing a ~~narrow limited~~ extent of the game space surrounding the second character; ~~based on the map data and the character data~~; when the operation mechanism controls the second character;

~~a common display device having a display screen that is viewable by several players; said common display device providing one or more different game screen images of a game space view encompassing a limited extent of the game space surrounding one or more different game characters; and~~

~~at least one personal display device for individual use by a single player, said personal display device having a display screen for viewing by a single player~~

wherein each terminal device display device displays either the first game screen image or the second game screen image, wherein having different extents of viewable game space, are  
~~displayed~~ depending on whether the first character or the second character is selected by the character switching programmed logic circuitry to be controlled by the operation mechanism.

Claims 18-24 are canceled without prejudice or disclaimer.